1. What problems are you currently pondering/working through? If you feel near finished, is there some aspect of your program that you could make more efficient or accurate?

Currently, I am facing the issue of the program not reacting to when I click my mouse button over one of the columns to place a coin. If I try to hover my mouse cursor over a specific column and click, there is no update to the interface and I am troubleshooting this problem to fix this issue. Once this issue is resolved, I will continue to test the logic and see if I can find any other bugs in the program before turning it in.

1. In groups of 2 or 3, talk through the problems that you and others have. What solutions might you have come up with? (These are of course not tested yet, but you will try them. Feel free to include pseudo code or just a description of the idea.)
2. Who were your teammates and what problems are they working through? Were you able to help? How? Did thinking about their problems also help your approach?

My teammates were … and … . I helped … fix his problem where his coins were rapidly changing color by

I also helped … by giving the idea of using hidden buttons behind the columns to act as the way to get an input from the mouse while it is on a column. Their problems helped me get closer to solving my problem of not getting any input from my mouse click, where I am testing whether it is being registered or not and debugging it by changing the key to see whether it is a problem with the mouse or with the actual program.

1. Stage 1: Planning and Requirements Gathering - Please include all that you have for this stage. You likely submitted this last weekend; copy-and-pasting that exact submission is expected. Do not add more now.

Customer - Michael Ngai

Language: Python using VS Code\*

\* is Additional Requirements by Me

Requirements:

* Menu Screen with start, game history, and settings to change colors of “coins” and background - tentative based on time constraints\*
* Start - Use “S” key to start the Game\*
* Pause & Resume - Use “Space” key to Pause and Resume the Game\*
* End/Forfeit - Use “F” key to End the Game\*
* Black Holder/Board (Background - Default)
* Red & Blue “Coins” (Default)
* Display at top to show who’s turn it is\*
* Restart Button
* Use “R” key to reset\*
* Scoreboard
* Simple Scoreboard Table will be visible at top Right Hand Corner of Screen\*
* Game History - Use “H” key to display game history, with a small picture of the end result of each game - scroll through past games - automatically pauses the current game if in one\*
* Click to Place “Coin” in a specific place\*
* 1 vs. 1 game - two player

1. Stage 2: System Design - Please include all that you have for this phase, too. Do not add more now. This might be in the form of bullet points, sketches, and/or pseudo code.
2. Stage 3: Development - I do not need to see all of your code at this point. However, I'd like to see your progress. Please include screenshots of what your game currently looks like. Include as many as you wish, showing as much functionality as possible.
3. Stage 4: Testing - What is your plan for the testing phase? How have you tested so far? What will you do to test your final product?
4. Reflection - Reflect on this SDLC process. How has it gone for you? What SDLC model do you think this followed? Why? Should you have put more or less time into any phase(s)?